

**Abstract of the Disclosure**

A method of optimising the scheduling of the drawing of graphical elements of a multi-player display (102) in an image processing environment.

5      Each player (801 to 804) is capable of operating asynchronously and deriving its source from a different video, film or other image format. Draw commands from each player are combined into short sequences known as graphics requests (1002 to 1004). A scheduler (821) selects the next graphics request for rendering by a graphics thread (831) based on the requirement to minimise state changes within the graphics card (208) while meeting the due time requirement of the graphics request, that is dependent upon the frame rate.

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15      (Figure 8)

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